

'Seafood'

- 😊 Sit pupils in a circle. Give each of them the name of a seafood item in sequence around the circle (e.g. fish, crab, shrimp, squid; fish, crab, shrimp, squid).
- 😊 When the teacher calls out the name of a seafood item, all those with that name have to run clockwise around the outside of the circle and back to their places. The last one back loses a 'life' - each pupil has three 'lives'. Once all three 'lives' have gone, that pupil plays no further part in the game.
- 😊 The variation is that, during any time while the pupils are running, the teacher can call out 'Tide Turn!' and all those running must immediately turn and run in the opposite direction back to their places. The command 'Tide Turn' can be called at any time and any number of times.